

**AMENDMENTS TO THE CLAIMS**

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1. (Currently amended) A method for buffering packets of audio data to reduce jitter, the audio data including a plurality of bursts separated by silence, the method comprising the steps of:

adding incoming packets of audio data to a buffer ~~in an order generated~~;

detecting when the buffer contains an amount of audio data which matches a predetermined threshold amount;

when the buffer contains an amount of audio data which matches a predetermined threshold amount, playing the audio data contained in the buffer;

detecting when a burst has ended; and

when a burst has ended,

playing the audio data contained in the buffer ~~either when the buffer contents have reached said predetermined threshold, or when a burst has ended~~;

determining the amount of jitter accumulated in the last burst; and

waiting for a silent period based on the amount of accumulated jitter before playing subsequent bursts.

2. (Original) The method of claim 1, wherein each of said bursts includes an end packet, wherein the step of detecting when a burst has ended comprises detecting an end packet.

3. (Original) The method of claim 2, wherein each end packet includes an end flag.

4. (Original) The method of claim 1, further comprising periodically adjusting the threshold.